

ALCATRAZ



Credits

Program: Fred O'Rourke

Graphics: Josiane Girard

Music and Sound-effects: Ray Norrish

Design: IKOS Daniel Charpy

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Special thanks to: Frederick Raynal

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Packaging Illustration: Steinar Lund

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Recycled Paper

ALCAT0502





ALCATRAZ

ENGLISH

I - FINAL INSTRUCTIONS

LOADING

Both disks have to be write protected (set to read only) to avoid any risk of virus infection. Never use a «virus killer» on these disks.

ATARI ST & STE and AMIGA

- Insert game disk 1 into the drive.
- Switch on the computer.
- Game presentation is loaded automatically.
- Press SPACE bar or press the fire button to start the game.

PROTECTION

A list of codes printed on a sheet of paper has been inserted into the box. This **Is essential to access the game.**

At the beginning of the brief the following message appears:

LINE 1 COLUMN B?

You will read the following code at the intersection of line 1 and column B:

3 1 2

These figures correspond to the numbers of the weapons drawn on the screen. You select by moving the cursor along the screen to weapon n°3 n°1 n°2. If this is the right combination you access the game. If you make a mistake you have the right to two more attempts.

II - ALCATRAZ MISSION PRESUMED DANGEROUS

SAN FRANCISCO 1996

The American government has declared all-out war on the drug cartel whose chief, Miguel Tardiez, Public Enemy N° 1, is holed up on the island of Alcatraz which has been a «high risk» zone since the San Francisco earthquake of 1989.

The former federal prison is now the HQ for all manner of criminal activity. This is why you have to act urgently, at your own risk, to undertake a mission which everyone else has failed on.

THE MISSIONS

Your first task is to get into the BARRACKS BUILDING and to seize documents which will compromise the traffickers.

Then you must plant time bombs in the INDUSTRY BUILDING to destroy the drug stock and the banknote reserve.

Your final task is to capture the magnate Miguel Tardiez and to neutralize his strong-arm men in the CELLHOUSES..

THE MEN

BIRD and FIST are members of a crack commando, selected for the mission as direct contact specialists. Camouflaged in fire-proof suits, they are armed with daggers and two time bombs and can pick up various sorts of weapons during the game. They arrive on the island at night by dinghy and, if all goes well, will leave the island by helicopter.

MISSION ORDERS

Drug Department Administration

Last minute meeting

Follow the final instructions of your instructor attentively, only he can give you your mission order.

Press the SPACE bar or fire button for rapid display of photographs so that you may choose your options.

□ III - MAIN MENU

To make your choice set the cursor in the direction of your selection and then unfurl the alternatives by pressing the SPACE bar or the fire button of the joystick.

Move the cursor; arrows ↑ and ↓ keyboard or direction up and down of joystick.

□ IV - THE WEAPONS

You will set out on the mission with a knife and two assault grenades per player. However, during the adventure, you will have many chances to pick up weapons. Each firing weapon contains 9 rounds of ammunition.

You have 4 lives and each life consists of 4 force points.

RVS 1526 double-bladed commando knife

Characteristics: Useful only at close quarters but silent

Stayner Aug 77 Assault rifle, 14 inch barrel, 223 bore, 70 rounds a minute

Characteristics: powerful and reliable but noisy

Flame-thrower K12 range 10 metres

Characteristics: efficient but noisy

Time bombs M165 A2

Characteristics: Indispensable to destroy the drug stock and banknote reserves but otherwise useless

HVS grenades

Characteristics: Noisy but essential to destroy certain obstacles.

Note! Noisy weapons will most certainly awaken the guards.

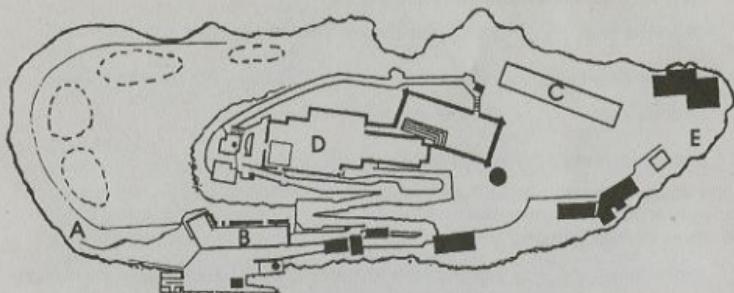
□ V - ACTION

You disembark from a canoe onto the island silently and under cover of night... from that moment you have exactly 2 hours to complete your mission.

No lingering around, you immediately plunge into the menacing atmosphere of the island.

Your mission is not exactly a holiday and consists of several phases: penetrate the BARRACKS BUILDING, go to the INDUSTRY BUILDING where you will place two time bombs, then go to the CELLHOUSES where you will neutralize TARDIEZ's men and capture him after which you may finally make it to the helicopter.

MAP OF THE ISLAND



A) Disembarkation zone

B) Barracks Building

In the barracks building, find the office from where you have to recover the PHT report. The room is guarded and you will have to neutralize the guards to recover the attache case containing the document. Pass over it.

C) Industry Building

It is in this building that you will find the room containing the drug stocks and the paper money cache where you will leave a time bomb (press the fire button or the SPACE bar once in the room).

D) Cellhouses

The high point of your mission and also the most dangerous phase because this is where TARDIEZ is staked out with his men.

Tardiez himself will surrender once you have neutralized both of his body guards. Once you have captured Tardiez, return to the roof and try to catch the helicopter in time.

E) Helicopter Pad

1 - OUTSIDE PHASE

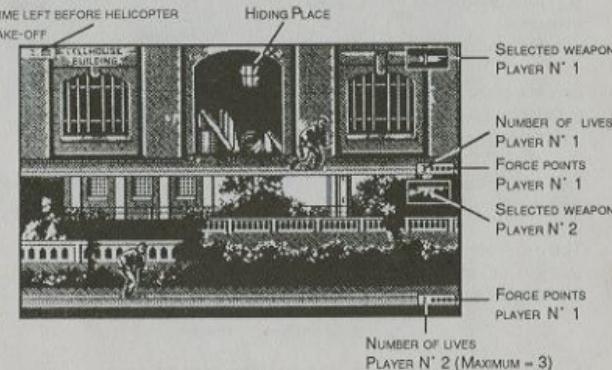
A - APPROACHING A TARGET BUILDING

Principle

You will need to be extra careful and agile when moving outside, the guards are never far away and can even jump out of windows. You will be moving along the tracks which are part of the guards rounds - shown as broken lines on the map, these tracks correspond to four different zones linking one point to another.

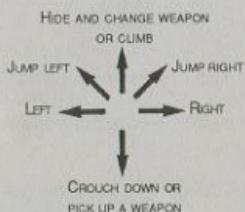
If there are two players each guides his character simultaneously but if there is only one player you have to alternate the active player. To do this press the RETURN key.

Game screen



Game controls

Keyboard / Joystick



Fire button or space bar = fire
or hand to hand combat

To obtain diagonal movement, press on the vertical arrow and either the left or right arrow simultaneously.

When a guard falls and when you are out of ammunition remember to pick up his weapon.

To change weapons, you have to enter a hide-out and then press the fire button.

Change active player: press RETURN

Pause: P

B - CLIMBING AND ABSEILING

Principle

It is impossible to penetrate or escape the prison through the closed gates.

So each player in turn will have to try to climb the wall. The aim is to reach the top and to get into the building through the roof without being caught by the spotlights which permanently scan the face of the cellhouse.

If you are picked up by the spotlight, let out some rope to lower yourself.

When leaving the cellhouse, you will have to abseil down the wall.

The controls

Use the left and right direction (joystick or arrow keys) to climb.

SPACE bar or fire button = release the rope/stop descent

2 - CLEAN OUT PHASE INSIDE THE BUILDINGS

A - INSIDE CORRIDORS

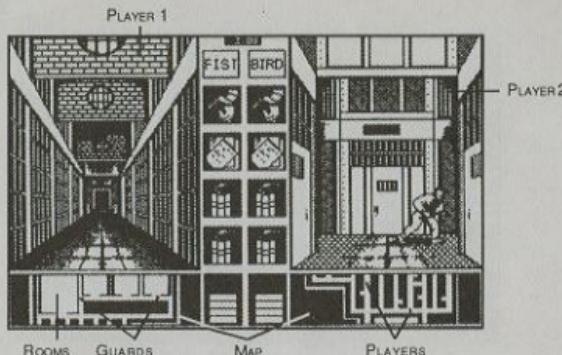
Principle

During this phase, you will pass along miles of corridors.

A true pursuit through ambushes and booby traps awaits you at the end of any corridor. Take a deep breath....

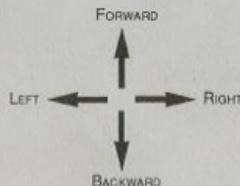
You will enter the barracks building and the industry building through one of the doors but all the cellhouse gates are closed and you will have to scale the wall.

Game Screen



Game Controls

Keyboard / Joystick



SPACE bar or Fire button = Fire

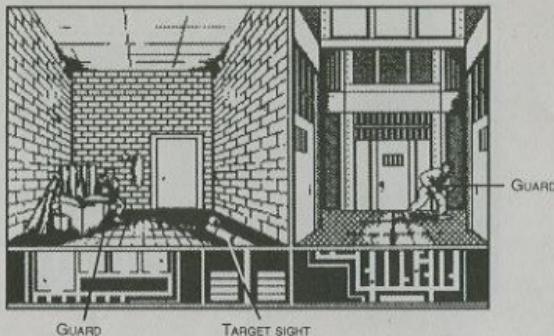
B - THE ROOMS

Principle

Entering a room:

Find the door on the map, place yourself opposite the door and advance, you will go through the door automatically.

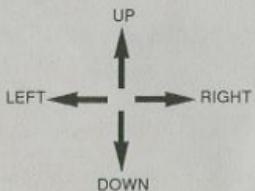
When a player enters a room, the screen zone zooms. Two players cannot be in the same room at the same time.

**Controls**

Direction of target sight

Keyboard / Joystick

Press the SPACE bar or fire button



To leave the room, walk backwards, pressing the down arrow or setting the JOYSTICK downwards.

□ VI - MISSION COMPLETION

As soon as you have completed the abseiling section, run to the end of the island and, if there is any time left, board the helicopter.

If the helicopter has already left the island, you can always try to reach your canoe.

If the mission is a success your efforts will be crowned by a happy epilogue. Meanwhile good luck and get moving!